PATENT APPLICATION FEE DETERMINATION RECORD Effective January 1, 2003 **CLAIMS AS FILED - PART I** SMALL ENTITY OTHER THAN (Column 1) (Column 2) TYPE ____ OR SMALL ENTITY **TOTAL CLAIMS** スク RATE FEE RATE FEE **FOR** NUMBER EXTRA NUMBER FILED BASIC FEE 375.00 BASIC FEE 750.00 OR **TOTAL CHARGEABLE CLAIMS** minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 = X42= X84= OR MULTIPLE DEPENDENT CLAIM PRESENT +140= OR +280= * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR TOTAL CLAIMS AS AMENDED - PART II OTHER THAN (Column 1) SMALL ENTITY OR (Column 2) (Column 3) SMALL ENTITY CLAIMS HIGHEST ⋖ ADDI-ADDI-REMAINING NUMBER PRESENT TIONAL AMENDMENT RATE AFTER **PREVIOUSLY** RATE TIONAL **EXTRA** AMENDMENT PAID FOR FEE FEE Total 32 Minus X\$ 9= X\$18= OR Independent Minus X42= X84= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +140= +280= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE 3.18.05 (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST 8 ADDI-REMAINING ADDI-NUMBER PRESENT AMENDMENT AFTER **PREVIOUSLY** RATE TIONAL RATE TIONAL **EXTRA AMENDMENT** PAID FOR FEE FEE 2 Total 4 50 Minus X\$ **∮**= X\$48= 100 OR Independent Minus X42=00 X84= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM 180 360 +190= +220= OR TOTAL 100 ADDIT FEE ADDIT, FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST REMAINING ADDI-NUMBER PRESENT ADDI-AMENDMENT **AFTER PREVIOUSLY** RATE TIONAL **EXTRA** RATE TIONAL AMENDMENT PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus X42= X84= FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM OR +140= +280= OR * If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." TOTAL OR

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

"If the "Highest Number Previously Pald For" IN THIS SPACE is less than 3, enter "3."

ADDIT, FEE

ADDIT. FEE

Application or Docket Number